

Set in a near future alternate reality, **Battle Command** is a arcade/strategy game which allows you to command a single Mauler assault tank in one of a series of scenarios (**Missions**) in the Ultra War, fought between the two dominant races in the New World. The latest phase of the North/South war has been going on for over 10 years, with a World War 1 situation eventually developing - a standoff between armies massed over a long dug-in battle front.

Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small behind the lines actions performed by elite troops in specially designed vehicles.

The **Mauler** is the latest such machine - an Armoured Fighting Machine capable of being lifted in and out of hostile territory by a fast Stealth Chopper (the Helicarrier) and armed with the most advanced weaponry science can devise.

Try reading through the *Your First Mission* section to get the hang of how to play **Battle Command**. Above all, remember that you're fighting behind enemy lines on your own, with only quick thinking, and several millions of Credits worth of military hardware to protect you.

## LOADING

### Commodore Cartridge

With your computer switched off, insert the cartridge label side up into the slot labelled EXPANSION PORT. This slot is on the rear of the computer at the right hand side. When the cartridge is fully inserted, switch the computer on. The Battle Command title screen will appear, and the game will load automatically.

### Commodore Disk

Select 64 mode (if using Commodore 128). Turn on the disk drive, insert the program into the drive with the label facing upwards. Type LOAD \*,8,1 (RETURN) the introductory screen will appear and the program will then load automatically.

### Save Game Option

To save your current mission(s) select STATUS and then select SAVE option. You will then be given a code (write this code down). After the game has been saved the game may then be continued.

To load a previously saved game select LOAD at the start of the game and then, by using the joystick, enter your code, then press fire button to start.

## PLAYING THE MISSIONS

In order to get the best out of this game it is suggested that you read the following sections of the enclosed manual for the ST/Amiga/PC.

Page	Section Title
5	The World
5	Playing Battle Command
7 - 18	The Mauler
24 - 30	Your First Mission

and then refer to the differences as indicated below. However, if you wish to take the plunge immediately, read the following section to familiarise yourself with the controls, or alternatively use the quick reference card as you play the first mission.

## Control Guide

The cursor can be moved with the joystick in port 2 and the Space Bar as the Select button.

If on a Commodore Games Console holding down the second fire button will activate the menu bar. This allows the player to select and enter other screens.

The cursors on the map in the REVIEW BRIEFING screen are the same as those in the ST/AMIGA/PC manual.

The tank is controlled by the same system using UP for acceleration, DOWN for deceleration, and LEFT and RIGHT steering the tank in the appropriate direction.

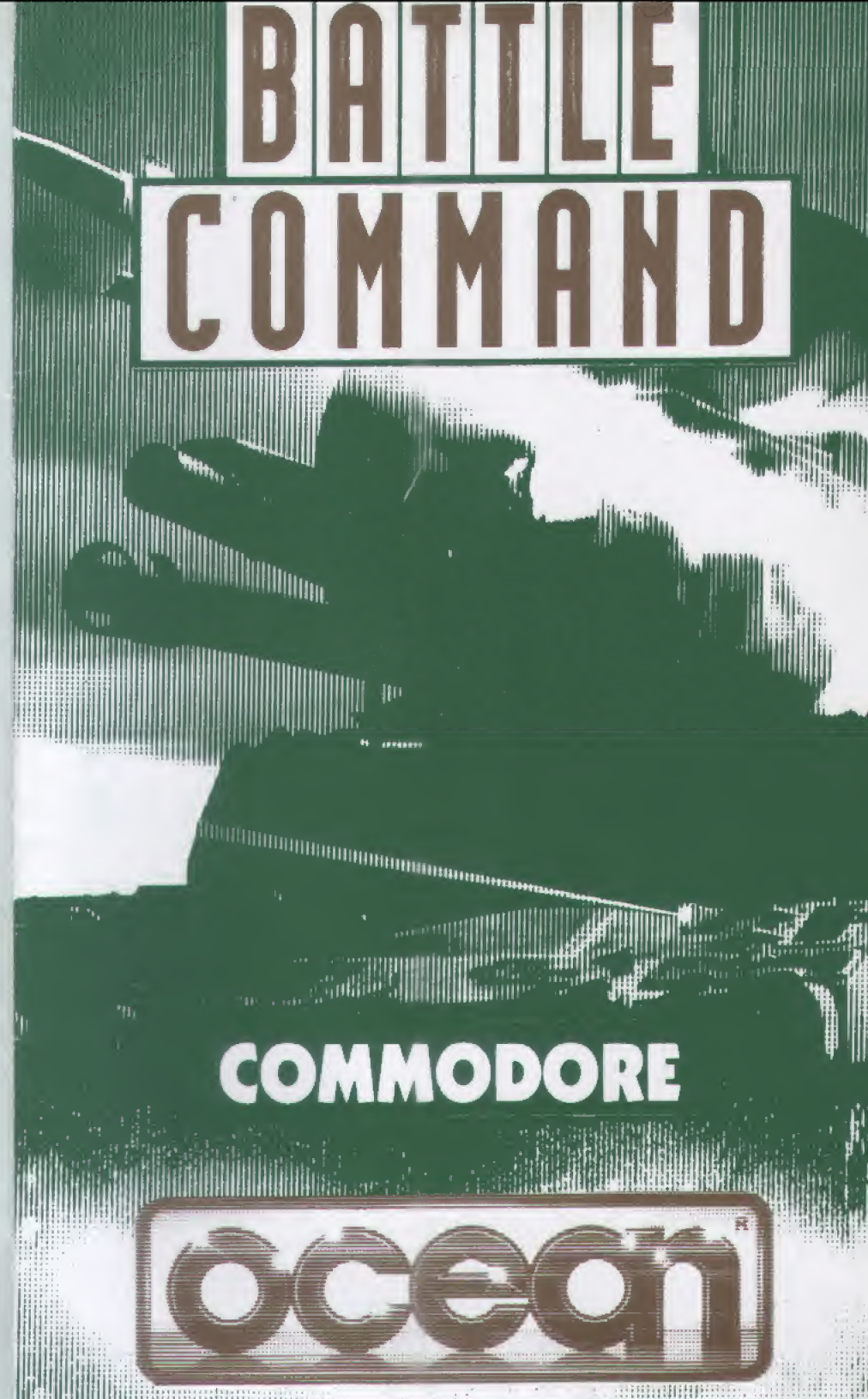
Pressing the keys 1, 2, 3 or 4 will activate the appropriate weapon slot. The active slot will then be highlighted in the upper console display.

The different weapon types are controlled as follows:-

<b>Pulveriser Cannon:</b>	Press fire to launch a single shell
<b>Surface to Surface Missiles:</b>	First sight your target, then press fire to obtain lock on. The cursor will change shape to indicate this. Pressing fire again will now launch the missile.
<b>Dragonfly:</b>	Use fire to launch. When the missile has been launched, its main display will show a view from just behind the Dragonfly. This missile is controlled by using the same method as the tank. Pressing fire a second time will result in control switching back to the Mauler.
<b>Surface to Air Missiles:</b>	When fire is pressed a view of the launcher appears in the auxiliary monitor. The player now has control of the yaw and height of the launcher. Then press fire to obtain lock on. The cursor will change shape to indicate this. Pressing fire again will now launch the missile.

The following weapons are controlled by clicking on the weapon control buttons. These are referred to as the upper and lower module buttons.

<b>Mortar:</b>	Use upper modules button to increase the elevation angle and the lower module button to decrease the angle. Press fire to launch a mortar shell.
<b>Spectre Flares:</b>	Press fire to launch a single flare or use the module buttons to switch automatic mode off or on.



**Phantom Chaff:** Press fire to launch a burst of chaff or use the module buttons to switch automatic mode off or on.

**SLAM Laser:** Use the module buttons to switch this weapon on or off. It only operates in automatic mode.

The other equipment is operated as follows:-

**Nightsight:** Pressing **N** toggles this view mode on or off.

**Binoculars:** Pressing **B** toggles this view mode on or off.

**Rear View:** Pressing **R** toggles this view mode on or off.

**Helicarrier:** Pressing **H** toggles this Helicarrier request transmission on or off.

The various game screens are accessed by the following methods:

**Review Briefing:** Press **F5** will enter this screen.

On the map display a small tank indicates the Mauler's current position. The letter X marks the helicarrier pickup and a letter O shows the main target.

**Damage Screen:** Pressing **F3** enters this screen. The various levels of damage to the Mauler and equipment are displayed.

**AUXILIARY MONITOR SCREEN:** Pressing **F7** enters this screen.

Pressing **F1** will return you to the main view.

## BATTLE COMMAND

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Our quality control department will test the product and supply an immediate replacement if we find a fault. If we cannot find a fault the product will be returned to you at no charge. Please note that this does not affect your statutory rights.

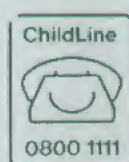
## CREDITS

C64/C64 GS programmed by Steve Caslin.

Music by Jonathan Dunn

Produced by D.C. Ward

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